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YOUR  
VIDEO GAME  
DESTINATION!



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NINTENDO DS™

INSTRUCTION BOOKLET

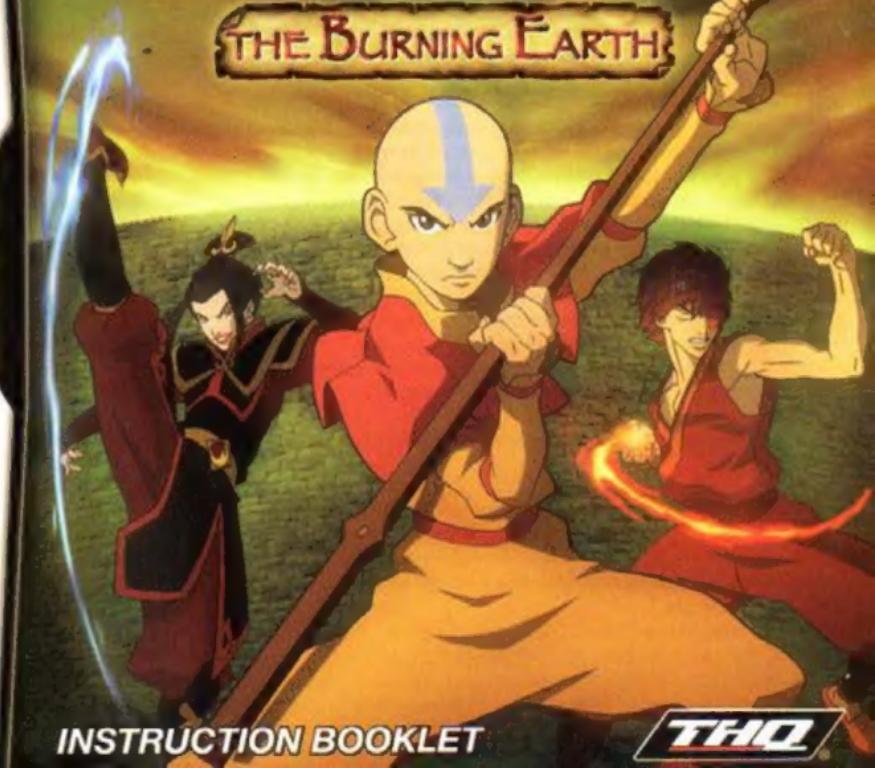
NICKELODEON

降世神功

# AVATAR

THE LAST AIRBENDER

THE BURNING EARTH



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



**TOSE**  
SOFTWARE

**BINK**  
VIDEO

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**Nintendo®**

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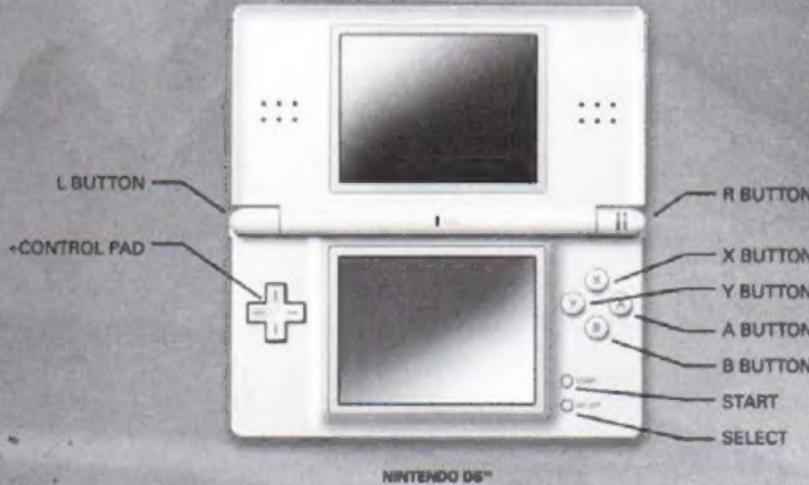


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# GETTING STARTED

1. Press the Power Button to turn the Power OFF on your Nintendo DS™ system. Never insert or remove a Game Card when the power is on.
2. Insert the Game Card of *Avatar the Last Airbender: The Burning Earth* into the top slot of your Nintendo DS™ system. To lock the Game Card in place, press firmly until the Game Card is locked.
3. Press the Power Button to turn the power ON. The Logo screens should appear (if you don't see them, begin again at step 1).



# CONTROLS

## Basic Controls

+Control Pad	Run around the environment
+Control Pad + B Button	Walk around the environment
A Button	Defense
B Button	Jump
X Button	Bending (Special) move
Y Button	Regular Attack Move
Y Button	Converse (available only in the field)
Y Button	Examine (available only in the field)
L Button	Switch bending (special) move
R Button	Switch bending (special) move
SELECT	Display / Close map
START	Pause / Resume game

## INTRODUCTION

Take control of Aang, Katara, Sokka, Toph, Zuko, Iroh and Appa in *Avatar: The Burning Earth*. *Avatar* picks up at the start of Season 2 of the TV series. Each chapter takes the characters to a new location, each with a unique feel, and follows the parallel stories of Aang and Zuko, culminating in a showdown with the Dai Li in Ba Sing Se.

## STARTING THE GAME

Once the title screen appears on screen, touch the Touch Screen to bring up the Main Menu.

# MAIN MENU

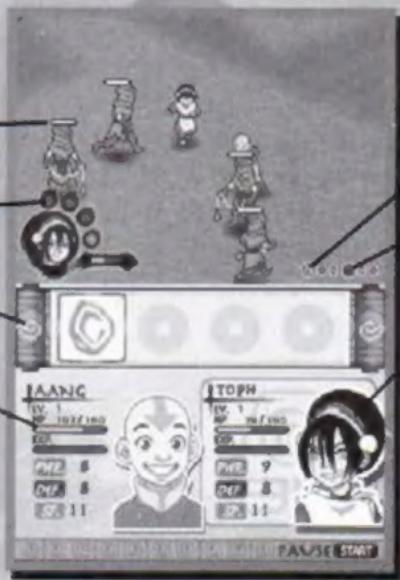
New Game

Start a new game.

Load Game

Resume the story from the last saved location.

## SCREEN SUMMARY



Enemy HP

Gold pieces

Bending points

Silver pieces

Bending icon

Touch character to  
switch characters

Life gauge

## AANG'S BENDING MOVES:

**Air Blast** - Aang swings his arms in the air to send out half-moon shaped blasts of air. This hits enemies within a wide range, but its damage is relatively minimal.

**Jumping Air Blast** - Aang jumps in the air and at the apex, he releases a blast of wind towards a distant target. This is especially useful against enemies that attack from a ranged distance.

**Blow Back** - Aang emits a strong air gust around his body and instantly knocks back enemies in his immediate surrounding. A quick and effective way to give Aang some breathing space!

**Tornado** - Aang quickly runs in a tight circle to create a tornado. Any enemy that comes in contact with the tornado will be quickly swept away.

## KATARA'S BENDING MOVES:

**Ice Spikes** - Using water from her skin, she forms 3 small spikes and hurls them towards the target. Damage power is not that high, but if one spike hits the target, all 3 are counted as hits.

**Water Splash** - Katara uses the water from her pouch and concentrates it into an effective weapon to knock back targets.

**Freeze** - Katara bends the water molecules in the air to freeze enemies and to stop them in their tracks. Freeze doesn't impact damage to enemies, but they can receive further attacks while in a frozen state!

**Heal** - This is not an attack move, but a healing one. Friendly characters that have been incapacitated can have their HP replenished by Katara so they can join the action again.

# SPECIAL MOVES

## **SOKKA'S SPECIAL MOVES:**

**Machete** - Sokka uses his machete to knock back enemies and to clear obstructions in the field.

**Boomerang** - The boomerang is used to hit faraway-targets. It inflicts damage on its way out, and also when it returns to Sokka.

**Hot Poppers** - Sokka tosses some poppers towards a target. This move is useful when there are multiple enemies nearby, as the poppers go off in multiples and create successive attacks.

**Stink Bomb** - A bomb is set on the ground and Sokka must run away from it in time, before it explodes and damages all enemies caught within its blast.

## **TOPH'S BENDING MOVES:**

**Rock Launch** - Toph uses her hands to raise a rock from the ground, and pushes her hands forward to launch it towards a target.

**Ridge Wave** - A ridge of earth is raised from the ground and sent towards the target to make a direct attack.

**Rock Armor** - A suit of granite rock is gathered around Toph's body first, before she rushes into the target to make a direct attack. Toph becomes the weapon!

**Pillar of Earth** - Earth columns appear from the ground below each enemy position in the surrounding area, and then rise up to blow them away. A very impressive move!



Notes

AVAILABLE  
NOW!

THE VIDEO GAME

NINTENDO DS<sup>TM</sup>



EVERYONE



Mild  
Cartoon Violence

ESRB CONTENT RATING [www.esrb.org](http://www.esrb.org)



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## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 36133. Please use this code to identify your Product when contacting us.

## Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

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Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.  
Customer Service Department  
29903 Agoura Road  
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

## Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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